

WAR NOVELS

CATCH-22 BY JOSEPH HELLER ● *THE KILLER ANGELS* BY MICHAEL SHARRA ● *SLAUGHTER-HOUSE FIVE* BY KURT VONNEGUT ● *GOING AFTER CACCIATO* BY TIM O'BRIEN ● *FOR WHOM THE BELL TOLLS* BY ERNEST HEMINGWAY

FINAL PROJECT:

- Create a project that represents YOUR learning style! The type of project will be determined by you and, if you choose, your group. See Ms. Bishop if you need specific materials or class time to present.
- Those who scored higher in "INTERpersonal" intelligence will probably want to work with a group (maximum four people).
- Those who scored higher in "INTRApersonal" intelligence will probably prefer to work alone or in small group; you can choose the method.
- You will plan and create your project. You only need ONE project for all of you if you work in a group.
- You have the rest of class today, all of next class, and the last class meeting of the quarter to plan, create, and finish this project. Please note that the last day may be a short class period.
- **Be sure your project addresses at least these topics:**
 - What the novel says about WAR in general
 - ONE of the "ten tough questions" for your novel
- I will grade your projects on neatness, effort, INSIGHT, individual participation in groups, and accuracy/thoroughness

InTRApersonal Intelligence

"Self Smart" people may enjoy:

Keeping a journal or diary
Setting short/long-term goals
Learning why/how the content is important in real life
Describing his/her feelings about a subject
Evaluating his/her own work
Describing his/her personal strengths
Carrying out an independent project
Writing or drawing a personal history of his/her work
Creating his/her own schedule and environment for completing class work
Having silent reflection time
Being allowed to process information emotionally
Using Focusing and/or Concentration skills
Using higher-order reasoning skills
Complex guided imagery & "Centering" practices
Thinking strategies



InTERpersonal Intelligence

"People Smart" students may enjoy:

Having a definitive schedule and environment for completing class work
Sharing ideas in class discussions and brainstorming
Fast-paced class activities and games
Using speaking and presenting skills
Group work and team projects
Simple, clear directions
Organizing groups, leading
Group evaluations, peer revision, etc.





Verbal/Linguistic Intelligence

"Word Smart" people may enjoy:

Writing letters, poems, stories, descriptions
Leading an oral discussion or debate
Creating audio tapes
Giving an oral presentation
Writing or giving a news report
Developing questions for, and conducting, an interview
Presenting a radio drama
Creating a slogan
Writing their own story problems
Keeping a journal or diary
Writing a verbal defense
Creating a word game to go along with your present topic
Doing storytelling or writing all types of humor/jokes



Bodily/Kinesthetic Intelligence

"Body Smart" people may enjoy

Creating a dance or movement sequence
Role Playing
Using physical gestures to communicate an idea
Performing a skit or play
Building a model
Making a board or floor game
Putting a puzzle together
Creating and/or participating in a scavenger hunt
Performing a pantomime
Demonstrating games & sports



Logical/Mathematical Intelligence

"Math Smart" people may enjoy:

Listing or organizing facts
Using deductive reasoning skills
Using abstract symbols and formulas
Solving logic and/or story problems
Doing brainteasers
Analyzing data
Using graphic organizers
Working with number sequences
Computing or Calculating
Deciphering codes
Forcing relationships/Syllogisms
Creating or finding patterns
Hypothesizing/Conducting an experiment



Visual/Spatial Intelligence



"Picture Smart" people may enjoy:

Creating charts, posters, graphs, or diagrams
Creating a Web page or PowerPoint project
Making a videotape or film
Creating pie charts, bar graphs, etc.
Making a photo album
Creating a collage
Making a mobile or sculpture
Designing a mindmap
Making a map
Using color and shape
Developing or using Guided Imagery
Understanding color schemes
Pretending to be someone else, or something else.



Musical/Rhythmic Intelligence

"Music Smart" people may enjoy:

Writing or singing a curriculum song in the content area
Developing and/or using rhythmic patterns as learning aids
Composing a melody
Changing the words to a song
Finding song titles that help explain content
Creating a musical game or collage
Identifying music that helps students study
Using musical vocabulary as metaphors
Creating, designing, and building a musical instrument
Incorporating environmental sounds into a project or presentation
Using percussion vibrations
Showing or explaining tonal patterns



Naturalist Intelligence

"Nature Smart" people may enjoy:

Categorizing species of plants and animals
Developing an outdoor classroom
Collecting objects from nature
Making celestial observations
Using scientific equipment for observing nature
Initiating projects on the food chain, water cycle, or environmental issues
Predicting problems in nature related to human habitation
Joining an environmental/wildlife protection group
Finding/Reporting/Researching local/global environmental concerns
Building and labeling collections of natural objects from a variety of sources